SPYRO

A HERO'S TAIL™

EVERYONE

E

CONTENT RATED BY ESRB

VIVENDI UNIVERSAL games

WARNING: READ BEFORE USING YOUR PlayStation®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PlayStation®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

GET INSIDE!
Join Now!

Register Your Game Today

- Free tips, tricks, demos, trailers, and more!
- Receive free technical and customer support.
- Be the first to know about beta tests, tournaments, game testing opportunities, and other events.
- Plus, stay informed on the latest VU Games news, updates, discounts & more!

Go to http://reg.vugames.com now!

TABLE OF CONTENTS

GETTING STARTED..... 2

STARTING UP..... 3

STORY..... 4

MAIN MENU..... 4

CONTROLS..... 5

MONEYBAGS' SHOP..... 7

PROFESSOR'S GADGETS..... 8

TREASURES AND COLLECTABLES..... 8

MAP AND STATUS SCREEN.....10

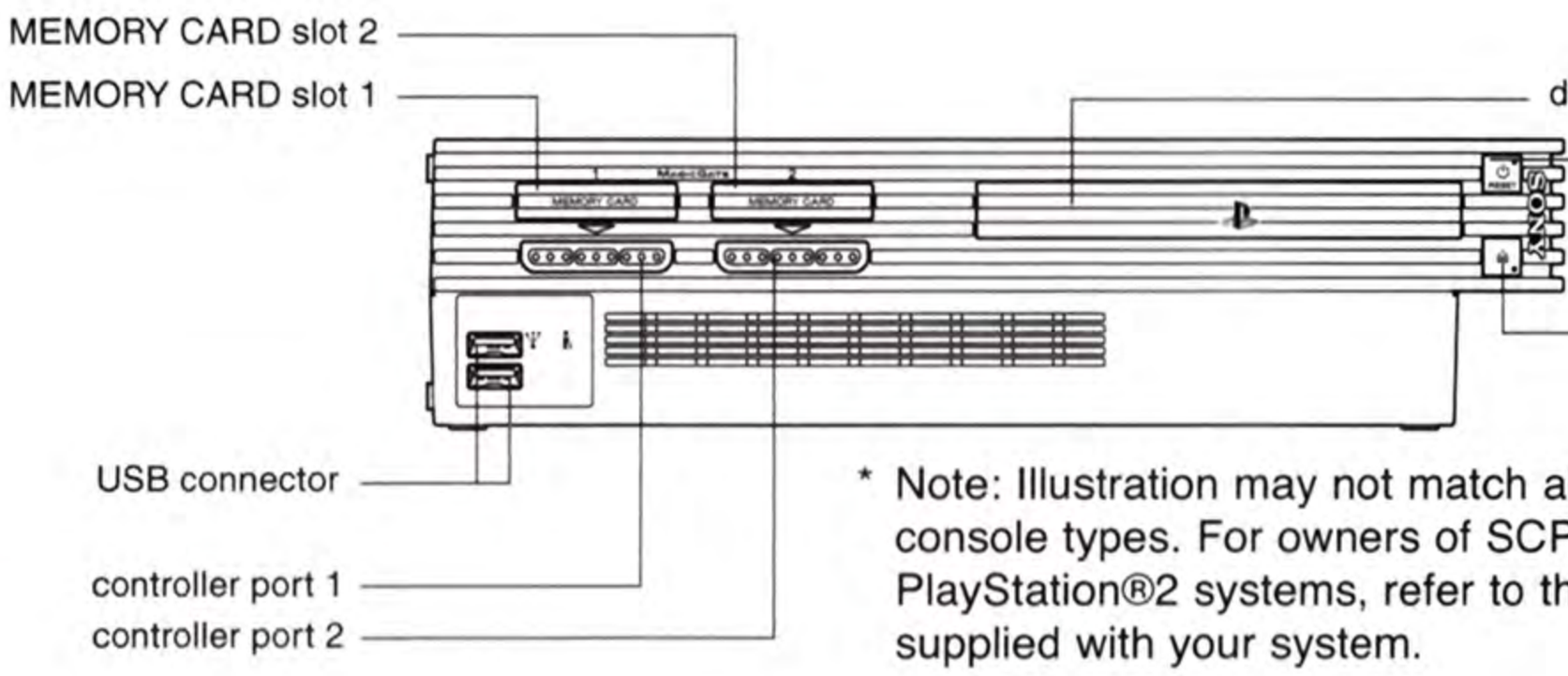
BOSSES..... 10

CREDITS..... 11

CUSTOMER SUPPORT.....12

© 2004 Universal Interactive, Inc. Spyro and related characters are ™ and © Universal Interactive, Inc. All rights reserved. Vivendi Universal Games and the Vivendi Universal Games logo are trademarks of Vivendi Universal Games, Inc., in the U.S. and other countries. The ratings icon is a registered trademark of the Entertainment Software Association. Dolby and the double-D symbol are trademarks of Dolby Laboratories. All other trademarks are property of their respective owners.

Using the PlayStation®2 System



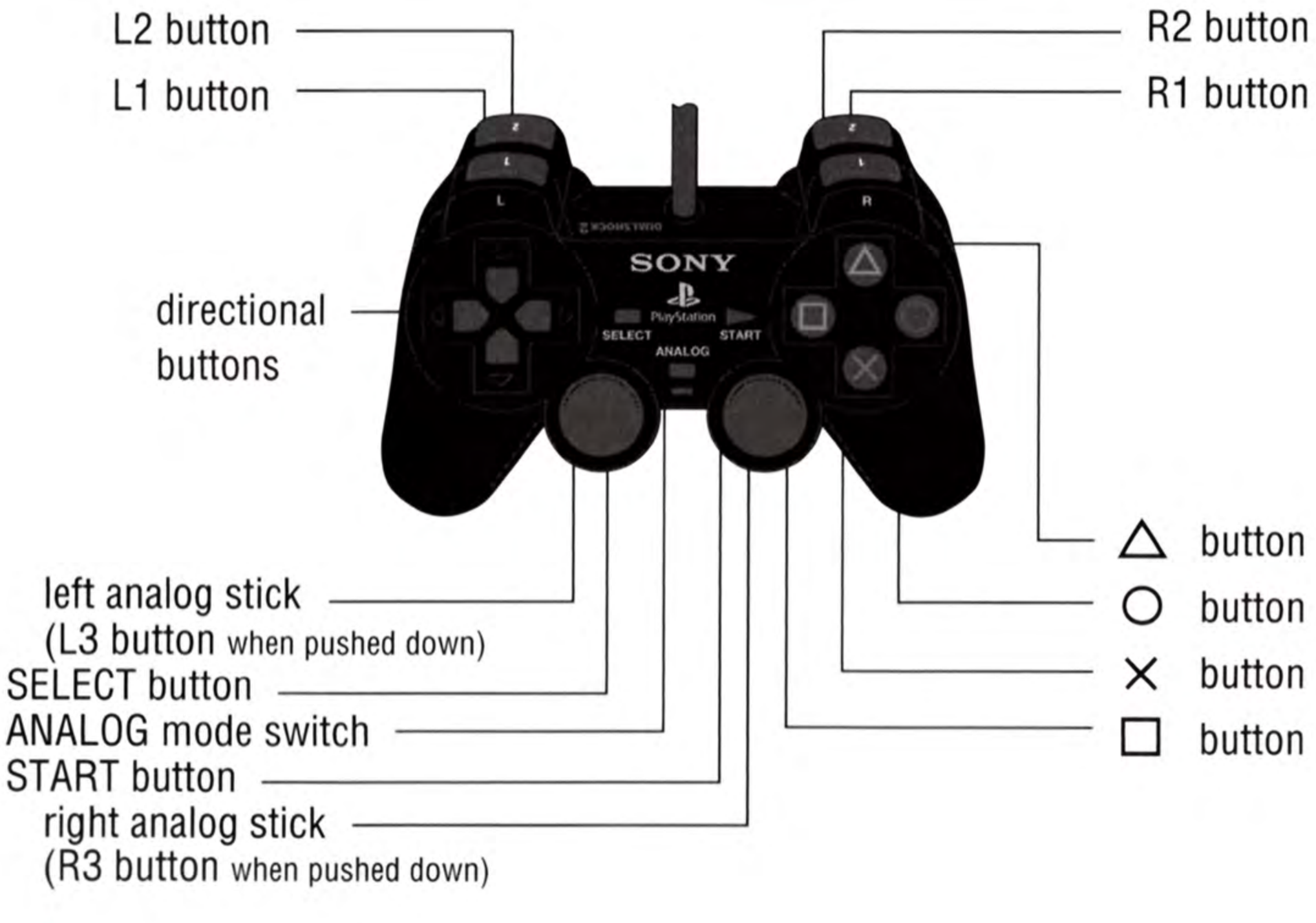
* Note: Illustration may not match all PlayStation®2 console types. For owners of SCPH-70000 series PlayStation®2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Spyro A Hero's Tail disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARDS (8MB)(for PlayStation®2)

You may save your progress while playing Spyro A Hero's Tail. In order to do so, you must have a memory card (8MB)(for PlayStation®2) inserted into MEMORY CARD slot 1 of your PlayStation®2. Game data can only be loaded and saved to a memory card (8MB)(for PlayStation®2) in MEMORY CARD slot 1. Do not insert or remove a memory card while the game is attempting to load or save game data.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



STORY

Since Spyro's last adventure, the Dragon Realms have enjoyed a long period of peace and prosperity. However, a shadowy figure from the distant past has returned to disrupt the serenity of the land—the evil dragon, Red! Now he has come back for vengeance!

There is but one dragon who has the courage and strength to battle Red and foil his diabolical plan—the mighty Spyro!

MAIN MENU

Select New Game to begin a new adventure.

Use Load to access a saved game. This option is only active if a memory card (8MB) (for PlayStation®2) is present and if a game has already been saved.

Select Options if you want to configure the game settings:

- Music Volume
- SFX Volume
- Sound Mode
- Vibration ON/OFF
- First Person Y-Axis
- Sgt. Byrd Y-Axis
- Sparx Y-Axis
- Camera Control

Select Extras to access special features and unlockable content.

Your progress in the game will be auto-magically saved every time you run into me while playing… I'm Zoe.

CONTROLS

Spyro the Dragon Unique Controls

Controls	Move
⊗ button	Jump
⊗ button + ⊗ button	Double Jump
⊗ button + ⊗ button HOLD	Glide
⊗ button + ⊗ button + ○ button	Horn Dive
□ button	Breath Attack
R1 button	Secondary Breath
directional buttons	Breath Selection
△ button	Wing Shield
○ button, hold to swim	Dive Underwater
Hold ⊗ button	Paddle Underwater

Breath Types:

Fire: Burn Baby, Burn!
Upgrades to Flame Bomb.

Water: Dampen the mood of your enemies with this breath.
Upgrades to the Aqua Bomb.

Ice: Chill out your enemies.
Upgrades to Ice Shards.

Electricity: Give your enemies a real shock.
Upgrades to Tri-Bolt.

The Ball Gadget Unique Controls

Controls	Move
○ button	Turbo
□ button	Brake
⊗ button	Jump

Your Breaths are registered on the directional buttons once they are collected... check it out!

Hunter the Cheetah Unique Controls

Controls	Move
⊗ button	Jump
⊗ button + ⊗ button	Double Jump
⊗ button + ⊗ button + ○ button	Pounce Stomp
○ button	Punch
⊗ button + □ button	Bow Swipe
□ button	Shoot Arrow
R1 button	Shoot Fire Arrow
L1 button	1st Person Targeting
△ button	Bow Spin Defense
⊗ button + ○ button	Slide Attack

Sgt. Byrd the Penguin Unique Controls

Controls	Move
Hold ⊗ button	Fly
□ button while holding ⊗ button	Turbo Boost
R1 button	Fire Missiles
L1 button	Drop Bombs

Sparx the Dragonfly Unique Controls

Controls	Move
Left analog stick	Move Reticule
⊗ button	Shoot
○ button	Fire Missiles
□ button	Smart Bomb
R1 button	Turbo
L1 button	Brake

Blink the Mole Unique Controls

Controls	Move
⊗ button	Jump
⊗ button + ⊗ button	Double Jump
⊗ button + ○ button	Butt Bounce
○ button	Claw Attack
○ button near cracked surfaces	Dig
□ button	Shoot Lasers
R1 button	Throw Bomb
L1 button	1st Person Targeting
△ button	Crouch

MONEYBAGS' SHOP

Visit Moneybags' Shop to purchase necessary and useful items. Moneybags' Remote Shopping locations also carry much of the same inventory, but for a slightly higher fee.

Lock Pick:	Allows you to open locked chests and gates
Key Chain:	Holds up to 3 Lock Picks
Shop Teleport:	Teleport between shop locations for quick traversal
Horn Dive Shockwave:	Increases the radius of your Horn Dive Attack
Gem Value Multiplier:	Increases the value of all gems collected by 2X
Butterfly Jar:	Restores health points to FULL
Extra Health Unit:	Gives Sparx an additional hit-point
Flame Bomb Ammo:	Increase the power of the Flame Breath to launch these bombs of fire
Flame Bomb Magazine:	Hold more Flame Bomb blasts
Tri-Bolt Ammo:	Send out Tri-Bolt Lightning blasts
Tri-Bolt Magazine:	Hold more Tri-Bolt charges
Aqua Bomb Ammo:	Blasts water with more power
Aqua Bomb Magazine:	Hold more Aqua Bomb bursts
Ice Shard Ammo:	Shoots Ice Shards at missile strength
Ice Shard Magazine:	Hold more Ice Shards

Ooh, that Moneybags, always overcharging…maybe I should zap him with my wand?

PROFESSOR'S GADGETS

The Professor has been hard at work inventing new high-tech gadgets to aid Spyro on his journey. Collect Light Gems to power up the following gadgets:

Ball Gadget: Originally designed for a giant mutant hamster, this large steel sphere can help Spyro navigate treacherous slopes.

Teleporter Gadget: It's the only way to travel! Use this amazing machine to get from area to area in the Dragon Realms.

Invincibility Gadget: For those times when mortality just won't cut it, try being invincible! (Sorry, the effects are only temporary.)

Super Charge Gadget: This gadget gives Spyro super strength and speed for a short while. (For similar results, drink about 10 cups of coffee.)

TREASURES AND COLLECTABLES

Gems

The main currency in the Dragon Realms, gems come in various colors and values. Collect them to purchase power-ups from Moneybags.

Yellow Value = 100 Green Value = 5
Purple Value = 25 Red Value = 1

Wicker Baskets

These baskets are fairly fragile. Use any attack to destroy them and collect the gems inside.

Metal Chests

These chests also contain gems, but are fairly strong. Smash them with something powerful, such as Spyro's horns, Blink's bombs or Hunter's fist.

Collect those Light Gems! The more you can collect early on, the sooner you'll be able to use the Professor's Gadgets.

Locked Chests
Purchase a Lock Pick from Moneybags to open these for special items.

Horn Dive Chest
These can only be destroyed by a force from above. Use Spyro's Horn Dive, Blink's Butt Bounce or Hunter's Pounce Stomp to break them open.

Strong Chests
You will need some extra power to open these chests. Demolish them by using the Super Charge, igniting nearby Firecrackers, or shooting them with Hunter's Fire Arrows.

Explosive Chests
Watch out for the explosive fireworks that erupt when one of these is destroyed.

Dark Gems
These evil gems are scattered throughout the land, absorbing all life around them. Smash the gems to restore the Dragon Realms to their former majestic beauty.

Light Gems
Collect these precious gems to open up new areas and to activate the Professor's gadgets.

Dragon Eggs
These eggs were stolen and hidden throughout the Dragon Realms. Return them to the Dragon Nanny to unlock special features.

Firecrackers
Light these on fire to destroy Strong Chests.

MAP AND STATUS SCREEN

Keep track of Spyro's location and progress in the Dragon Realms by pressing the SELECT button to access the Map and Status Screen at any time.

The Map Screen is initially blacked out, with the name of the level at the bottom. As Spyro explores the Dragon Realms, he automatically fills in the blank map areas. You can access maps from previous areas by pressing the R1 button or L1 button in the Map Screen.

Press the □ button to access the Task List. The various inhabitants of the Dragon Realms will request help, and the quests they give to Spyro show up in the Task List. As each task is completed, Spyro will automatically place a "check" next to it.

To keep track of what Spyro has collected, press the ○ button to view the Status screen. The left side of the Status screen shows the total number of Dragon Eggs and Light Gems collected, Dark Gems destroyed, and percentage of the game completed. In the right portion of the screen, you can see how many Dragon Eggs you still need to collect to unlock special features.

You can check the quantity of each of your power-ups by pressing the R1 button. This will especially help you avoid overspending when visiting Moneybags! (Although he won't mind.)

Press the ⊗ button to access the Help screen. This will list all the helpful hints and instructions that Spyro has learned in each level.

BOSSES

Gnasty Gnorc

Wanna guess who's back? Having been banished from the Dragon Realms long ago, Gnasty has returned to team up with Red to form a diabolical alliance.

Ineptune

Hardly wet behind the ears, Ineptune is the evil queen of the Seven Seas. She has teamed up with Red and is bent on stopping Spyro in his quest.

Red the Evil Dragon

This powerful new foe is behind the creation of the Dark Gems, which are laying waste to the Dragon Realms. Spyro will have to muster his most powerful abilities to defeat this mighty opponent!

EUROCOM CREDITS

Production
Jon Williams
Suzanne Watson

Design
Terry Lloyd
Phill Bennett

Character Models
Steve Bamford
Drew Kerins
Michael Lindsay
Oscar Fuertes Garcia
Phil Plunkett
Steven Gratton

Animation
Almudena Soria Sancho
Antonio Palermo
Brian Riordan
Des Forde
Mark Jackson
Mark Povey
Jon Maine
Kenny Beard
Owen Flanagan
Phil Hanks
Santiago Colomo Martinez

Art
Matt Dixon
Amanda Barlow
Clive K. Stevenson
Gary Baker
Henk Nieborg
Jon Parr
Matt Farrell
Phil Dobson

Quality Assurance
Mike Robinson
Louise Sargison
Jamie Small
Andrew Green
Andy Dilks
Dave Redfern
Dominic Hallam
James Gough
John Pollard
Marcus Baxendale-Baines
Neil Bushnell
Pete Barrett
Thomas Dhenin

Game Programming
Dave Pridmore
Andy Brown
Daniel Secker
John Stephens
Kristoffer Adcock
Mark Topley
Matt Partridge
Narinder Singh Basran
Stuart Johnson

Tools Programming
Andy Mitchell
Bob Smith
Diego Garcia Huerta
Jim Makin
Kev Marks
Kevin Thacker
Mark Duffill

Engine Programming
Chris Jackson
Ian Denny
Tim Rogers
Andy Hutchings
Ashley Finney
Dave Looker
Green Jam Canal
Kevin Grantham
Kevin Stainwright
Mark Gornall
Peter Livingstone
Shane Clark
Steve Robinson
Steven Walker

Audio
Guy Cockcroft
Steve Duckworth

Special Thanks
Hugh Binns
Mat Sneap
Neil Baldwin
Tim Rogers
Julian Walshaw-Vaughan
Matt Lloyd
Graeme Richardson

VUG CREDITS

Product Development
Michael Pole
Kelly Ryan
Greg Goodrich
Caroline Trujillo
Michael Heilemann

Marketing
Ed Zobrist
Al Simone
Matthew Geyer
Jack Van Leer
Vincent Kudirka
Chandra Hill

Public Relations
Marla Rothchild
Lisa Douet

Creative Services
Kathy Carter-Humphreys
Kristy Cheng
Cathy Weiss
Grace Ching
Andy Nuñez
Hayley Sumner
Gretchen Clark

Quality Assurance
Wladia Summers
Michael Cabison
Cameron Austin
Rey Castillo
Mark "Sgt. 0:50" Esguerra
Michael Jackson
Reynand De Castro
Richard "Bearcub" Cisneros
Michael DiSiena
Zach Fromson
Stratos Karimbakas
Jason Ramirez
Adam Hughes
Marita Rivera
Edward Campos
Sok Phuy
Robert Bradbury
Paul Swickard
Julio Ferrer
Lester Broas
Jared Yeager
Jessica Eckstein
Kristopher Paine
Karey Dornetto
Channa De Silva
Jesse Sanchez
George Chen
Alex Sharrigan
Benny Diaz
Duncan Field
Freeman Bejar
Mark Bolokofsky
David Haggard
Michael Hoffman
Steven Price
Jesse Zuckerman
Ron Hsu
Loeu Heng
Pierre Johnson
Khone Vongphachanh
Paco Erskine
Jamie Saxon
Joseph Olivas
Lauren Kamieniecki
Lawrence Everson
Mark Jihanian
Ali Raza
Tom Craven
Robert Gardner
Joaquin Meza
Fausto Lorenzano
William Bagnell
Ryan French
Glenn Dphrepaulezz
Cyra Talton
Brandon Valdez
Richard Benavides

Writer
J. Stewart Burns

Technicolor Sound Services New Media
Mike Gollom
Chris Borders
Morgan Gerhard

Cast
Jess Harnell
Andi McAfee
Tara Strong
Phil Crowley
Michael Gough
Brad Abrell
Susan Blakeslee
Fred Tatisciore
Andre Sagliuzzo
Drew Markham

Game Audio LTD
Keith Leary
David Marsden
Paul Lawler
Craig Sharmat

Special Thanks
Peter Cesario
Nick Torchia
Brian Leake
Mike Schneider
Luke Thai
Joe Selinske
Linda Howard
Sarah McKinney
Lauren Azeltine
Suzan Rude
Charles Yam
Perry Zombolis
Jaime Rios
Jason Perry
Afolabi Akibola
Danny Koo
Chris Miller
Ken Sato
Andrew Ebert

Register Your Game Today

- Free tips, tricks, demos, trailers, and more!
- Receive free technical and customer support.
- Be the first to know about beta tests, tournaments, game testing opportunities, and other events.
- Plus, stay informed on the latest VU Games news, updates, discounts & more!

Go to http://reg.vugames.com now!

CUSTOMER SUPPORT

Technical Support
Phone: 866-582-7063, M-F, 8 am-4:45 pm Pacific Time

Internet: http://support.vugames.com

Customer Service
Phone: 800-649-0028, M-F, 8 am-4:45 pm Pacific Time

Mail
VU Games
4247 South Minnewawa Avenue
Fresno, CA 93725

LICENSE AGREEMENT

This software program, any printed materials, and any online or electronic documentation (the "Program") are the copyrighted work of VU Games, Inc., or its licensors. All use of the Program is governed by the terms of the End User License Agreement which is provided below ("License"). The Program is solely for use by end users according to the terms of the License Agreement. Any use, reproduction or redistribution of the Program not in accordance with the terms of the License Agreement is expressly prohibited.

END USER LICENSE AGREEMENT

1. **Limited Use License.** VU Games, Inc. ("VUG") hereby grants, and by utilizing the Program you thereby accept, a limited, nonexclusive license and right to use one (1) copy of the Program for your use on a Sony PlayStation®2 computer entertainment system.
2. **Ownership.** All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, text, dialog, catch phrases, locations, concepts, artwork, animations, sounds, musical compositions, audiovisual effects, methods of operation, moral rights, related documentation, and "applets" incorporated into the Program) are owned by VUG or its licensors. The Program is protected by the copyright laws of the United States, international copyright treaties and conventions, and other laws. All rights are reserved. The Program may contain certain licensed materials, and VUG's licensors may act to protect their rights in the event of any violation of this Agreement.
3. **Responsibilities of End User.**
   A. Subject to the Limited Use License as set forth above, you may not, in whole or in part, copy, photocopy, reproduce, translate, reverse engineer, derive source code from, modify, disassemble, decompile, or create derivative works based on the Program, or remove any proprietary notices or labels on the Program, without the prior consent, in writing, of VUG.
   B. You are entitled to use the Program for your own use, but you are not entitled to sell, grant a security interest in or transfer reproductions of the Program to other parties in any way, nor to rent, lease or license the Program to others without the prior written consent of VUG, or exploit the Program or any of its parts for any commercial purpose.
4. **Program Transfer.** You may permanently transfer all of your rights under this License, provided the recipient agrees to the terms of this License.
5. **Termination.** This License is effective until terminated. You may terminate the License at any time by destroying the Program. VUG may, at its discretion, terminate this License in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program.
6. **Limited Warranty**. VUG EXPRESSLY DISCLAIMS ANY WARRANTY FOR THE PROGRAM AND MANUAL(S). THE PROGRAM AND MANUAL(S) ARE PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NONINFRINGEMENT. ANY WARRANTY AGAINST INFRINGEMENT THAT MAY BE PROVIDED IN SECTION 2-312(3) OF THE UNIFORM COMMERCIAL CODE AND/OR IN ANY OTHER COMPARABLE STATE STATUTE IS EXPRESSLY DISCLAIMED. The entire risk arising out of use or performance of the Program remains with you; however, VUG warrants the disc(s), on which the Program is furnished, to be free from defects in materials and workmanship, under normal use, for a period of ninety (90) days from the date of delivery. VUG's sole liability in the event of a defective disc shall be to give you a replacement disc. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply.
7. **Limitation of Liability.** NEITHER VUG NOR ITS PARENT, SUBSIDIARIES, AFFILIATES OR LICENSORS SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM INCLUDING, BUT NOT LIMITED TO, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply to you.
8. **Equitable Remedies.** You hereby agree that VUG would be irreparably damaged if the terms of this License were not specifically enforced, and therefore you agree that VUG shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to breaches of this License, in addition to such other remedies as VUG may otherwise have available to it under applicable laws. In the event any litigation is brought by either party in connection with this License Agreement, the prevailing party in such litigation shall be entitled to recover from the other party all the costs, attorneys' fees and other expenses incurred by such prevailing party in the litigation.
9. **Miscellaneous.** This License shall be deemed to have been made and executed in the State of California, and any dispute arising hereunder shall be resolved in accordance with the law of the State of California. This License may be amended only by an instrument in writing executed by both parties. This License constitutes and contains the entire agreement between the parties with respect to the subject matter hereof and supersedes any prior oral or written agreements.

They're Working Together,
But They Don't Have To Like It!

Vivendi Universal Games, Inc.
4247 S. Minnewawa Ave.,
Fresno, CA 93725

PlayStation.2

VIVENDI UNIVERSAL games

EVERYONE
E
CONTENT RATED BY ESRB

Crash Twinsanity © 2004 Universal Interactive, Inc. Crash Bandicoot and related characters are ™ and © Universal Interactive, Inc. All rights reserved. Vivendi Universal Games and the Vivendi Universal Games logo are trademarks of Vivendi Universal Games, Inc., in the U.S. and other countries. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.All other trademarks are property of their respective owners.

7218610